

**OBSERVATORY**

**ALBA  
LEVEL**

**ADMINISTRATION**

**BYER  
LEVEL**

**ACCESS TO  
SPACEFIELD**

**COMA  
LEVEL**

**STORES**

**DALY  
LEVEL**

**RESIDENTIAL**

**ELIS  
LEVEL**

**RECREATION**

**FARR  
LEVEL**

**HYDROPONICS**

**GILL  
LEVEL**

**CITY  
COMPUTERS**

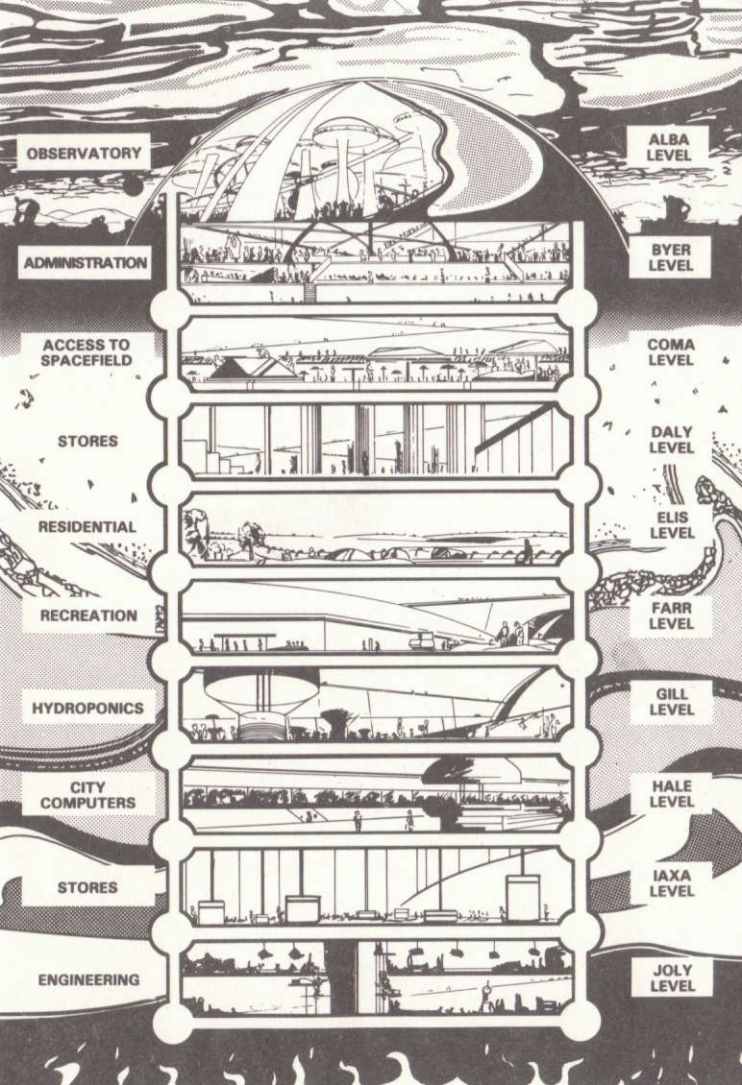
**HALE  
LEVEL**

**STORES**

**IAXA  
LEVEL**

**ENGINEERING**

**JOLY  
LEVEL**



## **LOADING MARSPORT on the Amstrad CPC464**

1. Press CTRL and the small ENTER button together.
2. Press the PLAY button on the cassette recorder, and then press any key on the computer.
3. MARSPORT will now load automatically.

SAVE Game and RESTORE Game are described in the booklet — note that SAVE/RESTORE time is less than one minute.

### **Keyboard Assignments.**

<b>Walk Left/Right</b>	— Alternate keys on the bottom row, Z to /
<b>Enter a Door</b>	— The ENTER Key.
<b>Camera Left/Right</b>	— Alternate keys on the second row, A to ]
<b>Pick Up/Drop</b>	— Alternate keys on the third row, Q to [
<b>Select Object</b>	— Top Row, 1 to CLR
<b>Fire</b>	— The SPACE bar.
<b>Autorun on/off</b>	— The 4 key, on the separate Numeric/Function Block
<b>Freeze/Unfreeze</b>	— The 5 key, on the separate Numeric/Function Block
<b>Return to Options</b>	— The 6 key, on the separate Numeric/Function Block.